

GAME BOY ADVANCE

The
Suite Life
of Zack & Cody

TIPTON CAPER

Guest Services
& Instruction Booklet



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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*T*onight is a big night for the swanky Tipton Hotel – and for its two youngest residents, 12-year-old twins Zack and Cody. Their mom is the star performer at the hotel's Teen Beauty Pageant, and Zack and Cody want to help her be a hit. As usual, the twins' best intentions go hilariously haywire. Now, join the fun as Zack and Cody team up to explore, sneak, solve and race their way through the “Suite-est” game ever and turn an entire hotel totally upside-down. This hotel is getting a wake-up call!



Getting Started

1. Make sure the POWER switch is OFF.
2. Insert *The Suite Life of Zack & Cody: Tipton Caper* Game Pak into the GAME BOY® ADVANCE slot.
3. Turn the POWER switch ON.

NOTE: *The Suite Life of Zack & Cody: Tipton Caper* Game Pak is designed for the GAME BOY® ADVANCE system.

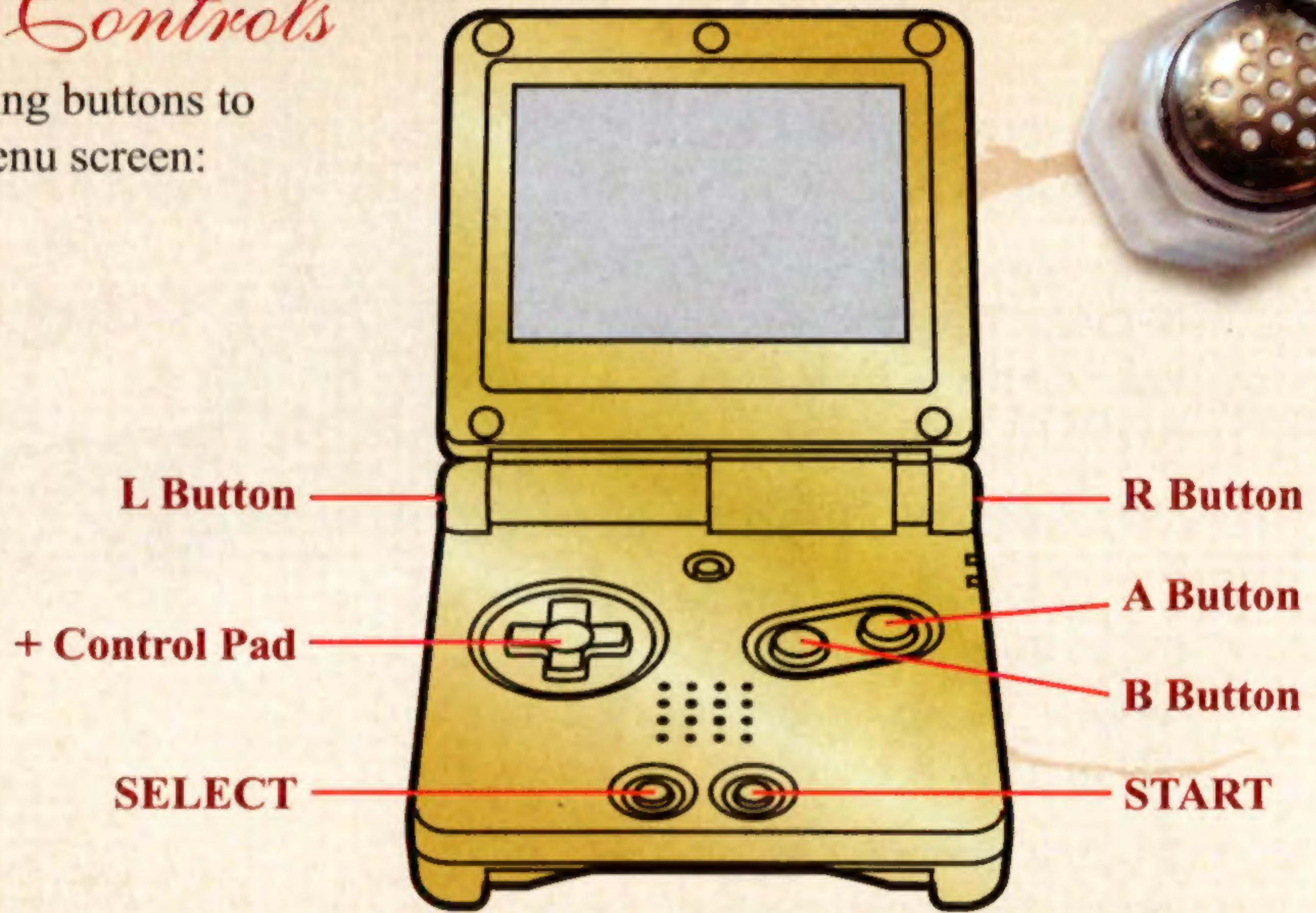
TITLE SCREEN

When the title screen appears, press **START** to continue to the Main Menu screen.



Menu Controls

Use the following buttons to navigate the menu screen:



+Control Pad

A Button

B Button

Highlight menu options

Select option

Return to previous screen

Main Menu

Use **+Control Pad Up and Down** to highlight New Game, Load Game, Options and Credits. Press the **A Button** to select.

NEW GAME

Start a new game on one of the three Save Game slots.

LOAD GAME

Load an existing game from one of the three Save Game slots. You can also overwrite a Save Game by starting a new game on an existing Save Game slot.

OPTIONS

Turn Music and Sound Effects On or Off, toggle the Guide System On or Off or change the game's text Language.

CREDITS

Check out the people who created *The Suite Life of Zack & Cody: Tipton Caper*.



PAUSE MENU

Press **START** to pause the game. From the Pause Menu you can Save your game progress, Continue an existing game, go to the Photo Album Menu, go to the Options Menu or select Quit Game to return to the Main Screen.

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Playing The Suite Life of Zack & Cody: Tipton Caper

Health Meter

A

Active Player Indicator

B



Key Cards

Active Player

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A Health Meter – Shows total and remaining health points. Things that can damage Zack and Cody's health include: being discovered by hotel staff, guests or pets, tangling with ghosts or robots, falling into a “pit of doom” – you get the idea.

B Active Player Indicator – The solid icon is the active character you're currently controlling – either Zack or Cody.

Controls

+Control Pad (hold)

Movement

R Button (tap)

Switch Lead Character

START

Pause

ZACK'S ABILITIES

Zack's a natural when it comes to throwing things – like water balloons! He's also good at moving things around.

B Button (tap)

Water Balloon Toss

+Control Pad (hold)

Climb (use the left or right to shimmy along climbable surfaces)

A Button (tap)

Small Object Lift (next to the object)

A Button (tap)

Small Object Throw (next to the object)

+Control Pad (hold)

Small Object Push (next to the object)

A Button (hold)

Small Object Pull (next to the object)

CODY'S TOOLS

Cody can turn a vacuum cleaner into a tool that helps the twins do some totally amazing things. His flashlight will also come in handy.

B Button (hold)	Vacuum Cleaner Suction
B Button (hold)	Vacuum Cleaner Object Suction
B Button (release)	Vacuum Cleaner Object Throw
A Button (tap)	Vacuum Cleaner Grapple Hook (In certain situations)
A Button (hold)	Small Object Push (next to the object)
A Button (hold)	Flashlight (In certain situations)

TEAMWORK

In certain situations, the twins can join forces to accomplish particularly challenging tasks.

A Button (tap)	Large Object Lift (In certain situations)
+Control Pad	Large Object Push (In certain situations)
A Button and +Control Pad	Large Object Pull (In certain situations)
A Button (tap)	Large Object Throw (In certain situations)
A Button (tap)	Jump (In certain situations)

Mini-Games

LUGGAGE CART

When the twins need to chase after robots or thieves, they'll use a luggage cart with Zack steering and Cody's vacuum providing the propulsion. Collect additional batteries along the way.



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Active Player Indicator

Health Meter

Luggage Cart

Battery

Battery Indicator

+Control Pad (hold)
B Button (hold)

Luggage Cart – Steering
Luggage Cart – Acceleration

Mini-Games

DISGUISE

To sneak into certain areas or avoid being noticed, the twins need to get disguises from various characters or locations in the hotel. While in disguise, Cody stands on Zack's shoulders. To avoid blowing their cover, they have to keep their balance as they try to navigate around other characters.



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Active Player

Tip Over Zone

Safe Zone

Balance Meter

Caution Zone

Camera

At any time during the game, except mini-games, you can pan the camera viewpoint around your surroundings. This allows Zack and Cody to see people, dogs or other characters they might not want to bump into.

SELECT (tap)

Camera Pan – Activate

+Control Pad (hold)

Camera Pan – Movement

SELECT (tap)

Camera Pan – Deactivate



Collectibles

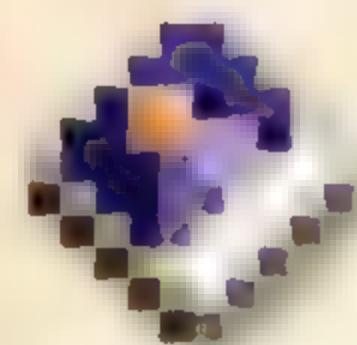


BATTERY PACK

Find these in dark areas where the Flashlight can be used and during the Luggage Cart mini-game.

KEYCARD

Some doors in the hotel can only be opened with keycards. The keycard's level number must match the level number of the door.



PHOTO

After the twins find the empty Photo Album, they can fill it by collecting photographs scattered throughout the hotel. Access the Photo Album through the Pause Menu.

HEALTH

Pizzas will replenish all of Zack or Cody's Health. Sodas will boost their Health by one point.



Notes

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Boston, Mass.

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Notes:

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Limited Warranty

22 Buena Vista Games, an affiliate of The Walt Disney Company, warrants to the original consumer purchaser of the Game Pak that the medium on which the Game Pak is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Game Pak is sold "as is" without express or implied warranty of any kind, and Buena Vista Games is not responsible for any losses or damages of any kind resulting from use of this Game Pak. If a defect occurs during this ninety (90) day warranty period, Buena Vista Games will either repair or replace, at Buena Vista Games' option, the Game Pak free of charge. In the event that the Game Pak is no longer available, Buena Vista Games may, in its sole discretion, replace the Game Pak with a Game Pak of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Buena Vista Games' reasonable satisfaction, that the product was purchased within the last ninety (90) days. If you need to replace a user-damaged Game Pak, please call the number listed under Telephone Support. There is a \$20.00 fee to replace a user-damaged Game Pak.

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To access information about Buena Vista Games, an affiliate of The Walt Disney Company, on the World Wide Web, point your browser to www.bvg.com/support. From there, you may also email a Customer Support representative by clicking on the “Contact Us” link and selecting the appropriate email option.

Games Hints and Tips

Game hints and tips are available on the Buena Vista Games Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to www.bvg.com/support.

Mailing Address

If you wish to write us, our address is: **Buena Vista Games Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.**

Telephone Support

You may contact Customer Support at **(888) 817-2962**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 8:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 8:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is **(888) 817-2962**.

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—The—
SuiteLife
of **zack & cody**

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